KOEI

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UNCHARTED WATERS NEW HORIZONS

Instruction Booklet

FOR SUPER NINTENDO ENTERTAINMENT SYSTEM

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The Story

The story of **New Horizons** takes place during the Age of Exploration. This time period was marked by the great technological advances in shipbuilding and navigation which spurred explorers to travel across the world's seas. The discovery of new lands offered explorers tremendous opportunities for adventure, wealth and fame. As a result, major European countries sought new territories and wealth as they entered a fierce competition to establish strategic strongholds in Africa, Asia, and the New World.

New Horizons begins in 1522, the year that Magellan's crew returns from its unprecedented around-the-world voyage. The amazing journey seems to prove that the earth is round, yet many still remain skeptical of this view. With the lack of a reliable mapped chart of the entire world, extensive exploring ventures will be contracted out to able, adventuresome sailors. Most of the world is just waiting to be discovered. As an ambitious young hero or heroine, sail the seas and unveil the earth's secrets!

Victory and Defeat

Your victory goal will differ depending on the hero or heroine you play. Regardless, you must gain significant fame in the Adventure, Piracy, or Trade career that you pursue, and go through a series of exciting events to achieve your final goal. For a general game flow, see **Path to Success.**

You will lose when:

A. Your flagship sinks or loses its ability to sail.

B. You run out of provisions and lose the entire crew.

C. You are defeated in a battle or duel.

D. You fail to achieve your goal by January 1554.

Joao Franco

The son of Portugal's Princess Chris and Duke Leon Franco. As an adventurer, he travels around the world for the glory of Portugal to find the secrets of the lost land of Atlantis.

Portugal (King: Manuel I, Capital: Lisbon)
Since the Treaty of Tordesillas in 1494, Portugal has claimed sovereignty over new lands east of 46°W longitude. Although Portugal has established a sea route to India through West Africa, it is searching for a new route to East Asia due to the sailing dangers of the existing route.

Catalina Erantzo

Female pirate from Spain. She leaves the Navy for a life of piracy to seek revenge on the Portuguese for the mysterious loss of her brother and fiance.

Spain (King: Carlos I, Capital: Seville)
Since the Treaty of Tordesillas with Portugal, new lands west of 46°W longitude are claimed to be Spanish territory. Seizing the Americas, the Spanish Kingdom has just conquered the Aztec and is now planning to attack the Inca. Some Caribbean ports are already Spanish allies. The Spanish Navy is viewed as a menace to other European countries.

Otto Baynes

British privateer. He is on a secret royal mission for King Henry VIII to defeat the Spanish Navy.

England (King: Henry VIII, Capital: London)
Exhausted from the Hundred Years War and War of the Roses since the 14th century, England has been left behind in the search for new routes by the Portuguese and Spanish. It is becoming hostile towards both Spain and Portugal.

Ernst Von Bohr

Dutch geographer. Hired by his cartographer friend Mercator, he sails to far-off lands to plot out a detailed map of the entire world.

Holland (Ruler: Governor-General, Capital: Amsterdam)
A rising power of sea transportation, Holland has expanded its influence as a link between the West and East. Holland's recent economic development has enabled its participation in the power struggle in the Atlantic.

Pietro Conti

Italian adventurer. He roams the world in search of hidden treasures and the unknown to pay for the debt his father left him.

Italy (Ruler: Governor-General, Capital: Genoa)

Italy consists of several city states and is governed by the governor-general who was elected by citizens. Italy has started declining since the discovery of the new world and shifting of trade from the Mediterranean to the Atlantic. The two powers on the Iberian Peninsula are its rivals.

Ali Vezas

Turkish merchant who grew up as an orphan in poverty. A twist of fate brings him a merchant ship, which spurs his ambition to make a fortune.

Ottoman Empire (Sultan: Suleiman II, Capital: Istanbul)

Ottoman Empire is an Islamic nation ruled by a young sultan. It has maintained an aggressive expansion policy as seen in the capture of the Balkans and parts of eastern Europe from the Christendom. The recent advance of Portugal in Asia is threatening the empire's sovereignty in the East.

Key to Play

Starting Your Quest

1. Make sure the power is turned OFF.
2. Insert the New Horizons game pak.
3. Turn the game system ON.
4. The introduction will begin. Push START to skip to game set-up.
5. Select NEW GAME.
6. Select the hero/heroin you wish to play. This is a one-person game.
7. Decide whether or not to change the hero/heroine's name. For naming instructions, see Entering Names in the following section.
8. If you are ready to begin the game, select Yes to "Are you ready to start the game?" Choosing No will allow you to return to the hero/heroine selection.
9. The game will begin in your home port. Each scenario starts with a dialog between you and other characters. This opening dialog will help you understand your quest.

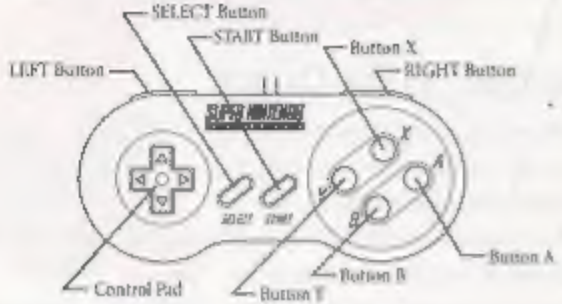
Entering Names

In **New Horizons**, you can name yourself, ships, and supply ports.

To create a name for yourself, enter up to 6 letters each for your first and family names. Use the Control Pad to highlight a letter, then press Button A to input the letter. Press Button B to cancel the last letter entered. When you have completed entering a name, move the cursor to 'Done' and press Button A.

For naming a ship, if the name is 5 letters or shorter, enter the name and select 'Done'. If it is longer, enter up to 5 letters first, then select 'Next' to continue the name input.

The Controller



Press	At Port	At Sea
Start Button	Display the chart of the area you have discovered.	
Select Button	Display the SELECT command menu.	
Button A	Select highlighted commands and items.	
	Talk to people.	Display Sea Commands.
Button B	Cancel selections.	
LEFT Button	Display fame, gold, and port data.	Display fleet data.
RIGHT Button	Display port name.	Display sea and provision data.
Button X	Display Commodore's Commands.	
Button Y		Use Quick Sail command.
Control Pad	Scroll through command menus. Move yourself or flagship across the map.	

Note: Press the LEFT or RIGHT Button along with the Control Pad to move your ship diagonally while battling at sea.

Selecting Yes/No

YES To select the YES marker, press Button A.

NO To select the NO marker, press Button B.

Entering Numbers

Use the right and left arrows on the Control Pad to select the digit, and the up and down arrows to increase or decrease the value. To enter the maximum number, press the left arrow while the far left digit is selected. To enter the minimum number, press the right arrow once again. Press Button A to enter the displayed value.

Saving a Game (Select Button)

Press the SELECT Button and select Save. Only one game may be saved. By saving, you erase the game previously saved. Save frequently so that you can continue your adventure even after you have had a fatal accident.

Resuming a Saved Game (Select Button)

To play a saved game after turning on your game system, select CONTINUE. If you want to quit your current game and resume a saved game, press the SELECT Button and select Load.

Options (Select Button)

Press the SELECT Button, and select Options to change the time display, music, and your walking speed:

Time .....ON / OFF
Stereo .....ON / OFF
Move .....Fast / Slow

The World of New Horizons

In the world of **New Horizons**, you can explore ports, villages, shore, and sea. You have four sets of commands which are available under different conditions. See later chapters for explanations.

Commodore's Commands (Port and Sea) **Battle Commands** (Sea Battle)
Port Commands (Inside Buildings at a Port) **Sea Commands** (Sea)

Time

Each day has 24 hours. Time will elapse as you sail the ocean, battle on the sea, and enter buildings at port. Each building at a port has different business hours. See **Port Commands** to know when a business is open. When you check into a lodge, you may stay there until the next morning or anytime you like.

At sea, you will not see the time unless you have a pocket watch (Voyager's Aid item). However, the slight changes of ocean color will tell you whether it is day or night. You cannot start a naval battle at night. All battles will end at 9:00pm sunset.

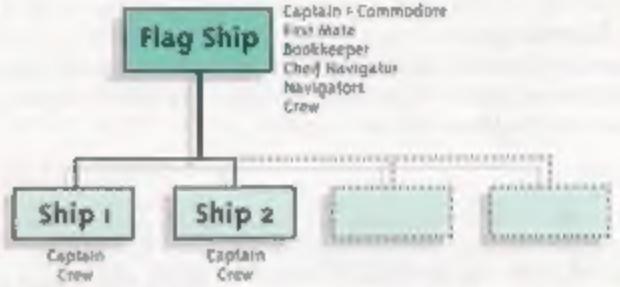
Your Relations with Countries

Gain allied ports and defeat rival fleets to strengthen your ties with your country and improve your 'friendship' level. However, these patriotic acts will adversely affect your friendship with rival countries. If your friendship level becomes negative (displayed in red) with a country, you may be denied entry into the country's allied ports. If your friendship with your home country drops below 0, you may lose your rank or even your nationality! Be careful not to make too many enemies!

> If you find your entry into a port blocked by unfriendly officials, wait until it gets dark. Under the cover of darkness, you can sneak into the port, and even sleep at the lodge. You will be safe from the officials, and even be allowed to trade.

Structure of Your Fleet

Your fleet consists of a flagship and up to nine other ships. The flagship is your command post from which you will issue direct orders. Your first mate, bookkeeper, chief navigator, other navigators and crew will join you on the flagship as well. Other ships will have a captain and a crew on board.



There are two types of support personnel who travel with your mates and crew.

Mates

Your assistants who help you lead your crew. You can recruit mates in the cafe and lodge. Appoint them to suitable positions listed below. Each mate is paid at the beginning of each month. Mates dissatisfied with their wage may become disloyal and resign, unless you raise their wage.

⚓ First Mate

Your right-hand man. If your first mate has the skill of Celestial Navigation, you can use the **Auto Sail** command.

⚓ Bookkeeper

Person in charge of Accounting for the fleet. Appoint a mate with the Accounting skill to this position. Your bookkeeper will tell you whether a market price is reasonable, and which port gives the best buying price for a particular good (See the Commodore Command **Cargo-Log of Goods**).

⚓ Captain
Commander of the ship. The captain of the flagship is the commodore, who is yourself in your fleet.

⚓ Chief Navigator
Leader of navigators. The chief navigator will gain more experience than other navigators, while employed in this position.

⚓ Navigator
Mates who are not in any of the above positions. New mates will board the flagship as navigators. When you add a ship to your fleet, its captain is automatically selected from the navigators.

Crew
Ship workers who do the manual labor of sailing and fight in battles. Recruit crew in a cafe (See the Port Command **Cafe-Recruit Crew**). You must assign new recruits to the following three tasks:

⚓ Navigation
Navigate a ship. If fewer men are assigned to navigation than the minimum number required for the ship, its sailing speed will slow down.

⚓ Lookout
Watch the horizon for ports and fleets. The more men you assign to Lookout, the farther you can view at sea to discover ports and villages.

⚓ Combat
Fire guns and battle enemy ships with hand-to-hand combat.

Path to Success

Collecting Information
Collect information and seek clues for your quest.

⚓ At the Cafe and Lodge
Talk to fellow seafarers. Treat them to find food and drinks, to get useful information from them. Sailors looking for a job may agree to become your mate. Waitresses are also a good source of information. Tell them about your discovery stories and give them precious treasures. They may help you find important clues.

⚓ On the Street
Talk to locals and find out the historical background and specialty of the port, tricks to smooth sailing, and tips for success.

Building Wealth
With limited funds from the start and a long voyage ahead of you, you must learn how to earn gold and build wealth before you pursue your goal. It is best to carry out several wealth-building tasks simultaneously.

⚓ Steady Trading
Find lucrative trade routes and trade vigorously. As long as you buy low and sell high, you can make a good profit even with a small ship and limited funds.

⚓ Exciting Piracy
Attack fleets and seize their gold, cargo, treasure, and even ships! Sell them to make gold.

⚓ Adventurous Exploration
Sign a contract with cartographers and collectors who will pay for your geographical and discovery information about distant lands.

⚓ Missions from Guild
Guilds are always looking for people who can undertake tasks such as

delivering a letter and buying goods for someone. Your reward increases for more challenging tasks.

⚓ Debt Financing

Borrow money from the bank to increase your funds. Remember to repay your debt quickly since you are charged a 10% monthly interest.

Seeking Fame

The news of your accomplishments spreads fast and earns you fame. Fame is the key to raise your rank and reach your goal. The following explains fame in three areas:

Fame	How To Gain The Fame
Fame in Trade	• Increase allied ports for your country. • Accomplish guild missions except for pirate hunting.
Fame in Piracy	• Defeat fleets. • Hunt pirates for a guild. • Collect debt for a guild.
Fame in Adventure	• Sell information to collectors and cartographers. • Discover ports and villages outside of Europe. • Collect debt for guild.

Rising in Rank

As your fame increases, you may be invited to the Palace by the king or governor-general and given a royal mission. When you succeed in carrying out the mission, you will be awarded with a new rank. There are nine ranks:

Page → Squire → Knight → Baronet → Baron → Viscount → Earl → Marquis → Duke

Commodore's Logbook

Fleet Data

(1 - 100) Commodore's **Navigation Level**.

(1 - 100) Commodore's **Battle Level**.

(0 - 100) Ease of **Tacking** and maneuverability of the fleet. Set by the ship with the poorest tacking ability in the fleet. A fleet with a high tacking ability can turn quickly and move faster against headwind, but a low tacking ability limits the fleet to sail only straight.

(0 - 100) The fleet's **Power** to move forward. Set by the ship with the poorest power in the fleet.

(0 - 100) **Durability** of the hull of the vessel. Long voyages, storms, and battles will wear out the ship and lower its durability. When the value drops to 0, the vessel will sink!

Total number of crew in your fleet. A larger crew will help you sail smoothly, but it will consume provisions faster.

Total number of **Guns** on your fleet.

Battle abilities of your fleet.

Ship Data

Navigation

Lookout

Combat

Number of your crew assigned to the tasks of Nav garion Lookout and Combat The number of nav garion crew will be red if it is fewer than the minimum required for the ship.

Current cargo load/maximum cargo capacity of the ship Cargo Capacity = Current Cargo + Water + Food + Lumber + Gunpowder (+ Remaining Capacity) A large cargo load will slow down the ship.

Speed of the ship in knots A larger navigation crew and less cargo will increase the speed.

Type of **Figurehead** installed on the ship.

Type and number of **Guns** equipped on the ship.

Barrels of **Water** on the ship.

Barrels of **Food** on the ship Essential for a healthy crew

Barrels of **Lumber** on the ship Necessary to repair ships.

Barrels of **Gunpowder** on the ship. Necessary to use guns.

(1 - 100) Ease of **Tacking** of the ship

(1 - 100) **Power** of the ship to sail forward.

(1 - 100) **Durability** of the hull of the ship.

Current load / maximum total capacity of cargo, crew and guns Total Capacity = Cargo Capacity + Crew Capacity + Gun Capacity

Current / maximum number of crew

(0 - 100) **Health** of crew Disease and rations will affect their health You will start losing crew when this value drops below 20

Carrack

Mate Data

Navigation level (1 - 100) **Navigation experience.**

Battle level (1 - 100) **Battle experience.** Only captains gain battle experience in battle.

Abilities

	Ability	Increases When	Benefit
	Leadership	Navigation Level rises	Captain: Faster sailing; healthier crew; advantage in battle
	Seamanship	Navigation Level rises	Captain: Faster sailing
	Knowledge	Navigation Level rises	Captain: Stronger crew resistance to disease
	Intuition	Navigation Level rises	You: Better chances to discover ports and treasures
	Courage	Battle Level rises	Captain: Advantage in battle
	Swordsmanship	Battle level rises	Captain: Advantage in battle
	Charm		You/Captain: Advantage in trading at market and item shop

Skills

People with specialized skills were highly valued in the time of exploration. Learn new skills such as Cartography, Celestial Navigation and Gunnery. You may recruit skilled mates, but you will not know what skills a prospect has until he joins you.

Celestial Navigation. This skill allows you to sail to a specific point on the map by observing the position of stars. If your first mate has this skill, you may use the **Auto Sail** command. If your captain has this skill, his ship will sail faster. You may learn Celestial Navigation at an astronomer's house when your Seamanship≥70, Knowledge≥80, and Intuition≥70.

Cartography. This skill allows you to sign a contract with a cartographer who will pay for information on distant lands. If your Seamanship, Knowledge, and Intuition are all above 75, you may learn this map making skill at a cartographer's studio.

Gunnery. This skill improves your firing accuracy in battle. If your Leadership≥75, Knowledge≥65, and Courage≥80, you may learn this skill at a strategist's house.

Accounting. This is an essential skill for bookkeeping. You cannot learn this skill yourself and a mate with this skill will not make him your bookkeeper. A bookkeeper can tell you the port where the best price is for different goods. See the Commodore Command **Cargo-Log of Goods**.

Negotiation. If you or your bookkeeper have this bargaining skill, you'll be able to buy ships and goods at the lowest price. You cannot learn this skill.

Rank/Wage

Your rank and mates' monthly wage. Wages are paid on the first date of each month.

Hero Data

Your **Rank.** For rank information, see **Rising in Rank** on page 16.

Gold holdings, including any loans from bank. One gold ingot equals 1 thousand gold pieces.

Fame in **Trade**

Fame in **Piracy**

Fame in **Adventure**

Friendship Your relationship to the major European countries. See **Your Relations with Countries.**

Commodore's Commands

Use Commodore's Commands to view information and adjust arrangements of your fleet and crew. The Commodore's Commands can be displayed at any time by pressing **Button X**. For each data, see **Commodore's Logbook** chapter.

Fleet Commands

Fleet Info

Viewing Fleet Info

Press Button A to list ships in your fleet. To display detailed data of each ship, move the cursor to the ship you want to view and press A again.

Viewing Ship Info

Rearrange

Change the order of ships in your fleet

Scrap

Dispose of a ship. Once a ship is scrapped, you cannot recover it. Remember to first transfer cargo from the ship you are scrapping, or the cargo will be lost. You cannot scrap your flagship.

Mate Commands

Character Info

Highlight the name of the mate you want to view and press Button A.

Mate Data

Hero Data Press Button A again while Mate Data is displayed.

Wages

Change the wages of your mates. Highlight a mate's name and press A to set his wage. Increase the wages of your mates to raise their loyalty. The minimum wage depends on the mate.

Appoint

Change Captain

Change the captain of the ship. Select a ship first, then select a mate to be its captain. As commodore, you must be the captain of one of the ships.

Change Job Duty

Change job duties of your mates. There are four types of jobs for mates: First Mate, Bookkeeper, Chief Navigator and Navigator. An asterisk will be shown beside the names of mates who are well qualified to assume the job you selected.

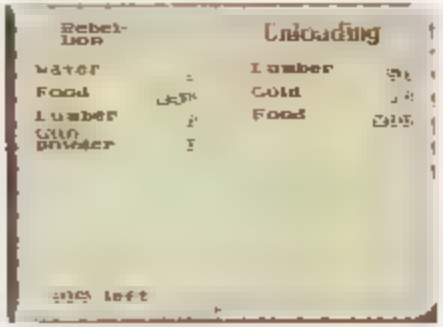
Cargo Commands

Cargo Info

List cargo of each ship in your fleet.

Transfer

Transfer cargo between ships. You may also scrap unneeded cargo by leaving it unloaded. Use the right and left arrows of the Control Pad to change the transfer direction.



Log of Goods

Displays the amount and contents of cargo. If you or your bookkeeper has the Accounting skill, select goods and you will find out which port gives the highest price for each good among all the ports you have visited.

Crew Commands

Transfer Crew

Transfer crew between ships in your fleet.

Assign Crew

Adjust the ratio of your crew for the tasks of Navigation, Cooking and Combat.

Ration (0 to 100%)

Set rations of your crew. While low rations will allow your provisions to last longer, they will cause the condition of your crew to worsen.

Record Commands

Discoveries

List all the monuments, animals, and other exotic items you have discovered, including items which you have already reported to collectors.

Items

Equip yourself with combat items or use voyager's aid items for emergencies. Items being used have an asterisk beside the name.

Journal

Review the record of your voyage.

Chart Command (Start Button)

Unfold the chart you have mapped so far. The flashing blue dot indicates your current location.

Port Location Command (Select Button)

Locate a specific port you have visited on your chart. Select the region and the port you want to view. Supply ports are classified separately under "Supply Ports." The location of a selected port is indicated with ✚ on your chart.

Calling at Ports

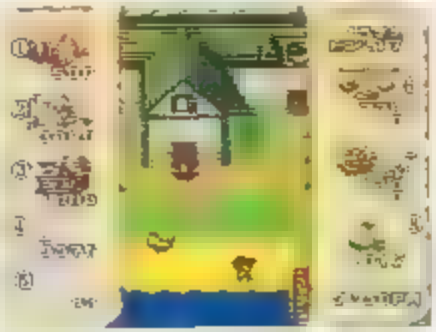
Discover over 120 ports around the world. Enjoy exotic towns and music of various regions. **New Horizons** has two types of ports: regular ports and supply ports. Regular ports have many port buildings while supply ports have only a harbor.

Port Display

Use the Control Pad to move yourself around the town. Enter buildings through the door or main entrance.

Talk to local people on the street and find the secrets of the port and game hints. Place yourself next to a person and press A.

Press RIGHT Button to display the port name, area, and alliance.



Press LEFT Button to display character and port data.

①, ②, ③ Fame in Trade, Piracy, and Adventure
④ Gold Pieces
⑤ Gold Ingots (10,000 pieces = 1 ingot)
⑥ Port Economy Amount invested (up to 50,000 gold per month)
Invest in a market to develop the port economy. Ports with a higher economy level will have a better selection of goods at the market.

In a few ports the production of a local specialty is so small that it may not yet be sold in the market. Invest in such a market to raise the economy and the local specialty's production in the market. You will be able to make a good profit from trading these local goods.

⑦ Port Industry Amount invested (up to 50,000 gold per month)
Invest in a shipyard to foster the port industry. Ports with an advanced industry will offer a better selection of new ships at the shipyard.

⑧ General Price Index (Average 100%)
Summary of the prices in the port. General price index rises as you buy goods, and falls as you sell goods at the port.

PORT COMMANDS

Visit stores and buildings. Inside each building, you will have a set of port commands to choose. Before you start exploring the port town, remember the following:

- When you enter a building, proceed to the person you want to talk to and press A. You must always stand face to face to select commands.
- Some commands are designed to be used in combination with others. For example, use **Cafe·Treat** and follow it with **Cafe·Recruit** to recruit as many crewmen as possible.
- You will spend 30 minutes to an hour and a half per visit. Plan ahead where to visit as business hours differ from store to store.

HARBOR (OPEN 24 HOURS)

SAIL

Set sail and leave the port. Always check if you have enough provisions by pressing the LEFT or RIGHT Button.

SUPPLY

Buy and load food, water, lumber, and gunpowder. Keep track of your ship's capacity and see how much space is LEFT in the hold. See also the price of each supply item (displayed in green) when you select a ship to load. The price depends on the port. Water is free.

Supply All

Supply same amount of food and water to the maximum load capacity of the entire fleet.

Supply Each Ship

Select a ship you want to supply.

Load/Unload	Highlight a desired supply item, press A, and enter the number of barrels you want to load. To unload, highlight Load and press A to turn it to Unload. While Unload is displayed, move the cursor to a desired item, press A, and enter the number of barrels you want to unload.
Auto	Supply the same amount of food and water to the maximum capacity of the ship.

Moor (Capital Ports Only)

Moor ships you are not using in a dock at no cost.

⚓ Store

Store your ship. You may leave up to five ships in each capital port.

⚓ Commission

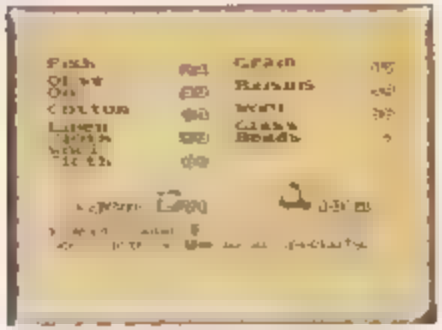
Assign stored ships to your fleet.

⚓ Exchange

Exchange your ship in the dock with another in your fleet.

Market (4:00AM - 7:30PM)

Buy Goods



Buy goods. The selection and price of merchandise differ in each port. You must pay a 20% tax on top of the price unless you have a tax free permit from a country allied with the port.

> **Tax Free Permit:** Tax free permit gives you the privilege to enjoy tax free shopping in the market. It is issued by the ruler of a country at the palace in the capital port. It is valid for six months in allied ports (See **Palace/Meet Ruler Tax Free Permit**). The permit is very expensive, so make sure that your potential tax saving you weigh the cost. If you do not trade often, the permit may be too costly. Remember, you must have a rank to enter the palace.

Sell Goods

Sell goods. Select a ship and then the goods you want to sell.

Invest (1 to 50,000 Gold per Month)

Invest in the market. Investment will develop the local economy and raise the port's support for your country. You cannot invest in capital ports.

Market Rate

View selling and buying prices for all the goods traded.

Cafe (8:00AM - 3:30AM)

Talk to Cafe Owner

Treat

Treat sailors with a cafe's specialty food or drinks. This will help you get acquainted with local seafarers, who may in return give you useful information.

Recruit Crew

Recruit new crew. The cost of hiring depends on the port. More men will join you if the port economy is strong and if you Treat them first. You can recruit crew only once a day. Once you have hired a new crew, assign them to each ship in your fleet.

Dismiss Crew

Discharge excess crew members from selected ships.

Talk to Waitress

Tell Stories

Tell the waitress about your discoveries. If she likes your stories, she will become more friendly with you.

Give Gift

Give the waitress an accessory item as a gift. She will become more friendly with you.

Investigation

Ask the waitress to investigate matters such as the location and mission of a specific fleet. Her friendliness will determine whether she will supply you with this information.

Ask Info

Job Info

Ask the waitress if she knows any information that will help you carry out your mission.

Port Info

Ask information about the port.

Talk to Sailors

Meet

Meet sailors you want to chat with. Your mates have an asterisk next to their name.

Treat

Treat a selected sailor with the cafe's specialty. Always ask the sailor repeatedly to encourage him to reveal more about himself.

Gossip

Get information about other sailors.

Hire

Ask a sailor to become your mate. If he turns down your offer, treating him to food or drinks may be an effective recruiting technique to change his mind. Negotiate sailor's wage by selecting a high wage request with the hope that he will accept a lower wage next time you try to hire him. You cannot recruit a sailor who already has a job.

Gamble

Play a card game of Blackjack, or Twenty-one, with sailors. You may bet up to 500 gold pieces. In **New Horizons**, you will play blackjack against one person only. Your goal is to draw cards and have a count higher than your opponent's, up to 21, without exceeding it. If you draw cards with a count higher than 21, you will automatically lose. If both you and your opponent have the same count, you will lose.

Blackjack Commands:

HIT	Draw a card.
STAND	Stop drawing cards and make the current count final.

Card Counting Rules:

- 2 to 10 — They each count as it is.
- J, Q, K — Jack, Queen, and King. They each count as 10.
- A — Ace. It counts as 1 or 11 depending on other cards you have. For example, A-9 = 20 as A can be counted as 11, but it can be also 10 if A is counted as 1. A-4-K-3 can total 18, if A is counted as 1.

House Rules:

Following are special house rules that give you extra gold.

Name	Stakes	Combination	Total
Blackjack	Double	A and J, Q, or K *	2
Triple Sevens	Triple	7-7-7	21
Sequence	Triple	6-7-8	21
Five Cards without exceeding 21	Triple	A-2-2-7-9 (Example)	8
Redjack	Five Times	Heart A and Heart J	2

* A and 10 are not considered a blackjack in this game.

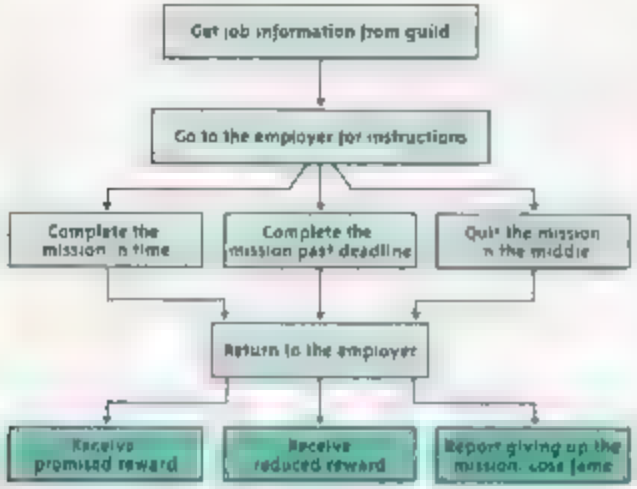
Guild (4:00AM - 7:00PM)

Job Assignment

Undertake a mission for reward. You may carry out only one mission at a time. When you complete a mission within the stated time, you will be rewarded and gain fame. If you fail to complete your mission, you will not only lose the reward, but also damage your fame. Be careful to select a mission which you can accomplish. If you are on a royal mission, this command may help you get a clue as to where to start. There are five types of missions.

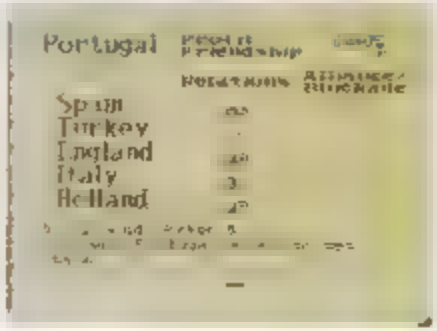
- **Deliver Letter** — Deliver a letter.
- **Buy Goods** — Buy and bring a specified amount of goods.
- **Transport Goods** — Buy goods at one port and transport them to another.
- **Collect Debt** — Collect gold from a debtor.
- **Defeat Pirates** — Find and defeat pirates in battle.

Flow of Guild Mission



Country Info

View the status of a specific country for 100 gold per country.



Profit (0 to 60,000) Economic gain from allied ports. It rises as the number of allied ports and their economy levels increase

Friendship (-100 to 100) Your relations to the country. See the section of **Your Relations with Countries**

Relations (0 to 100) Diplomatic relations with each country.

Alliance / Blockade Alliance will be established between countries with good relations (indicated with A). When two countries become hostile to each other, diplomatic ties will be cut. As a result, a blockade will be ordered (indicated with B) and fleets from its rival country will be denied entry.

Port Location

Pay gold and learn the longitude and latitude of a specific port as well as its approximate location on your chart.

Shipyard (4:00AM - 7:30PM)

New Ship

Order a custom-made ship. There are 25 types of vessels in **New Horizons**, but each shipyard has a different selection. New sailing ships will become available if you invest in certain shipyards and develop their port industry. You may have up to 16 ships, including your flagship, in your fleet.

To build a new ship, first select the material for the hull: Teak, Cedar, Beech, Oak, and Copper from the lowest to highest price. Then allocate space for crew, cargo, and guns: Total Capacity = Crew + Cargo + Guns. To install figureheads and guns on your new ship, use the **Remodel** command.

Select a ship type according to the purpose of your sailing. For instance, if you are going to engage in many battles, select a ship with good durability, tacking ability, and high gun capacity. If you are a trader, you should select a ship with a large cargo capacity and low minimum number of navigation crew.

Minimum Navigation Crew — Minimum number of crew needed to operate the ship. This number is displayed when you decide the capacity of crew after you purchased a new vessel.

Used Ship

Buy a used ship.

New Ship vs. Used Ship

	New Ship	Used Ship
Price	Expensive	Cheap
Availability	After Construction	Now
Design	Custom-Made	Limited Extra cost for remodeling
Material	Selectable	Not Selectable
Durability	Good	Fair

Repair

Repair a ship damaged from a storm or battle. Damaged ships will be displayed with an asterisk. Repair cost depends on the degree of damage.

Sell

Sell your ship. You cannot sell your flagship.

Remodel

⚓ Figurehead

A figurehead installed on a ship's bow is believed to protect the ship from dangers of the deep. There are 7 types of figureheads. Expensive types provide better protection.

Guns

Guns are a necessary in battle.

Type	Firing Range (1-5 spaces)	Power (A-D)	Price Per Gun
Saker	3	D	5 gold
Demi-culverin	5	D	45 gold
Culverin	5	C	350 gold
Cannon Perier	3	C	45 gold
Demi-cannon	3	B	80 gold
Cannon	3	A	65 gold

⚓ Load Capacity

Change the maximum capacity of crew and guns. Remember that each ship model has a set total capacity and the total Capacity = Cargo + Crew + Guns. For example, to remove your ship for battle, decrease the maximum crew and guns and shrink the space for cargo. The cost depends on the ship model.

Rename

Change the name of your ship.

Invest (1 to 50,000 gold)

Invest in the shipyard to develop the port industry. The port's support to your country will increase. Ports with advanced industry will have a capability to build stronger ships.

Item Shop (4:00AM - 7:00PM)

Buy

Purchase swords, armor, navigation aids, and treasures of the world! Items you already own will have an asterisk besides their name. Item prices are fixed. You may own up to 30 items. You cannot use items by just owning them, except for a few items such as a telescope and coat. To use an item or put on a different sword and armor, you must use the Commodore Command **Record-Item**

- **Sword** — Arm yourself with a sword to boost your attacking power in duel.
- **Armor** — Protect yourself with an armor to increase your protection in duel.
- **Voyager's Aid, etc.** — Keep these useful items on board for your voyage. Some items will save you from troubles at sea. You might want to buy extra stock of items, like helm, for very long voyages.
- **Accessory** — Beautiful accessories make perfect gifts for your favorite waitress!

> The destructive power of swords and the protective power of armor are rated with S being the strongest and D being the weakest.
> S > A > B > C > D

Sell

Sell items that you do not need.

Marco Polo Bank (4:00AM - 7:30PM)

Deposit

Deposit your gold. You will earn 3% interest monthly, except when your account reaches the maximum of 1,000,000 gold pieces.

Withdraw

Withdraw gold from your account at the bank.

Borrow

Borrow gold. Credit line increases according to rank. Although there is no repayment due, 10% monthly interest will be accumulated until you repay your loan.

> If you repay your debt within one month, you do not have to pay any interest. Take advantage of this when you are in need of gold in the short term.

Repay

Pay back your debt plus interest. You won't need to repay all at once.

Lodge (Open 24 hours)

Talk to Inn Keeper

Check In

Check into the lodge and stay for the night for free! You may specify the check out time by selecting NO at the standard check out time of 8:00am the next morning.

Port Info (Non-Capital Port Only)

View a port's relations with the six major European countries. The port will be allied with a country when its support exceeds 75%. Invest in the market and shipyard to raise support.

Talk to Sailors in the Lobby

Gossip

Talk to sailors in the lobby and hear the latest gossip among them.

Hire

Ask a sailor to join your mission as a mate. If he's interested, he will tell you his wage requirement. If you accept it, he will join you.

Cartographer (Open 24 Hours)

An astronomer's house is displayed by the same graphic as a cartographer's store. He teaches you the skill of **Celestial Navigation**.

Contract

If you have the skill of Cartography, sign a contract with a cartographer who will reward you for geographical information which you bring from overseas. You can sign a contract with only one studio. If you sign a second contract, your first contract will be automatically canceled.

If you pursue Fame in Adventure, sign a contract with a cartographer as soon as possible, before you start sailing outside Europe. Every time you travel to new lands, you can report your sailing records to the cartographer and increase your Fame in Adventure. If you sign a contract after you've already discovered most of the world ports, you will not be able to raise your fame to a level high enough to succeed in your quest.

Learn

Learn the skill of Cartography. You must attain a certain level of Seamanship, Knowledge, and Intuition to learn the skill. The fee depends on your fame and rank. See **Mate Data-Skills** in the **Commodore's Logbook** chapter.

Report

Report new geographical discoveries from your journey. Your reward increases as you travel farther.

Locate

If you obtained a treasure map during the course of your adventure, ask the cartographer which area the map shows.

Collector (Open 24 Hours)

A strategist's house is displayed by the same graphic as a collector's house. Visit him to learn the skill of **Gunnery**.

Contract

Sign a contract with a private collector who will pay for information on novel things from abroad. You do not need a skill to be hired, but you can work only for one collector. If you sign with another collector, your previous contract will be canceled.

Report

Report your discoveries from your voyage. According to the value of the discoveries (rated A, B, C...), you will be paid reward.

The reward for the same information varies from collector to collector, so sign a contract with a generous one.

Rumor

Ask the collector if he has heard any rumors about exotic villages. He may give you a clue for your next discovery.

Fortune Teller (4:00PM - 11:30PM)

For 50 gold, find out your luck in Life, Career, Love, and your Mates'.

Life

Find out what to pursue in your life.

Career

Get advice for your advancement in navigation, battle, and rank.

Love

Get advice for how to win the heart of your favorite waitress.

Mates

Find out the luck and loyalty of your mate.

Round Earth Society (4:00AM - 11:30PM)

Study

Study geography with scholars who believe in a round earth. Studying will increase your luck.

Donate

Donate gold to the Round Earth Society to promote research on world geography.

Palace • Governor's Office (4:00AM - 7:30PM, Capital Ports Only)

You must have a rank (except for a pirate) to pay a visit to the King or Governor-General.

Meet Ruler

⚓ Sphere of Influence

Ask the status of the country's influence over ports around the world.

⚓ Letter of Marque (Home Country Only)

Request a Letter of Marque, a written authorization to attack fleets from rival countries. It is free. You must have enough Fame in Piracy, Hunting, Trading and Adventure. Defeating rival fleets under the authority of a Letter of Marque will bring you extra fame.

⚓ Tax Free Permit

Request a permit that gives you tax-exempt status when trading goods in allied ports. See Tax Free Permit on page 33. The cost of the permit decreases as you rise in rank.

Defect (Foreign Countries Only)

Request permission to defect to the country and change your nationality. This may prevent you from achieving your goal.

Gold

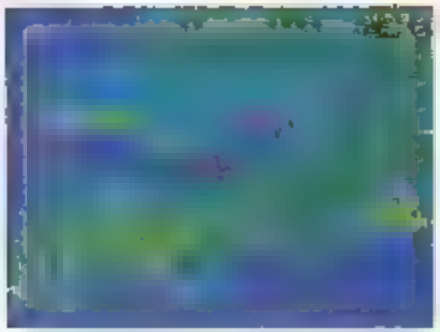
Request financial aid. You may receive gold when you are in need.

Ship

Request assistance to expand your fleet.

Sailing the Blue Frontiers

Sea Display



Port

Supply Port

Village

Fleet Data

Press LEFT Button to check the conditions of your fleet. See Fleet Data in the **Commodore's Logbook** chapter

The following expressions indicate the conditions of your fleet

0-19% 20-39% 40-59% 60-79% 80-99% 100%

Sail Data

Press RIGHT Button to check your sailing status

① Wind Direction and Velocity

② Sailing Direction and Speed

You can sail faster if you sail in the same direction as the wind.

③ Current and Velocity

You can sail faster if you sail with the current

④ Water

⑤ Food

Keep track of your provisions. If the food supply is low, you may lower rations with the Commodore Command **Crew-Rations**.

⑥ Days Passed

Number of days passed since you've left the last port. Scurvy may spread among the crew after 30 days of sailing.

Sea Commands

Press **Button A** to access the Sea Commands while sailing.

View

View fleets and ports within your sight.

Gossip

Inquire about the reputation of passing fleets. Be careful with whom you talk. Pirate fleets may attack you by surprise!

When you are attacked by a pirate fleet, you must decide whether to fight flee or surrender. If you select fight or flee, a battle will start. If you surrender, most of your belongings will be seized, but at least your life will be spared.

Battle (5:00AM - 9:00PM Only)

Attack a fleet and initiate a battle. See the **Battles at Sea** chapter.

Auto Sail

Sail to a desired port without navigating your ship! Select your destination from among discovered ports and leave the navigation to your first mate. If he has the skill of Celestial Navigation.

Auto Sail is a very useful command which saves you time and avoids tedious navigation. You can even use Auto Sail and get to a new port if you have received the exact location of the good.

Go Ashore

Drop anchor and visit a port or explore an unknown shore. Select a landing point with the right and left arrows of the Control Pad. Your fleet must be adjacent to a port, village, or shore.

At Shore

Sail

Set sail to continue your voyage.

Repair

Do a quick repair to damaged ships. You need lumber to fix your ship.

Search

Search for a fresh water spring. Stock your ship with as much water as you want.

If you are looking for a hidden treasure marked on a treasure map, use this command to search for the treasure.

Wait

Wait at the shore to safely weather a storm. Press Button A to return to the shore command menu.

At Village

Sail

Set sail to continue your voyage.

Search

Search and discover a rare or unique thing in the village. You may sell a collector the information about your discoveries (See Port Command **Collector-Report**). Every village has one thing to discover. But beware you may discover an item so fascinating that your crewmen may insist that they stay in the village.

> There are almost 100 discovery items in New Horizons with about 50 items which appear randomly in each game. Therefore, you can discover different items every time you play a new game.

Entertain

Entertain villagers with a banquet to develop friendship with them. Entertaining will cost 2 barrels of food.

> If your search is not successful, entertain villagers to get their help. Rare items are hard to discover unless you entertain villagers repeatedly and earn their friendship and cooperation.

Plunder

Plunder the village to seize food. You may lose some crew members if the villagers fight back. The villager friendship level with you will drastically drop.

Wait

Wait at the shore to safely weather a storm. Press Button A to return to the village command menu. Waiting will bring your friendship level back to 0.

Quick Sail (Y Button)

Sail to a selected destination within sight. Move the square cursor to a desired point.

Battles at Sea

A battle starts at sea when one fleet attacks another. To attack a fleet, select the Sea Command **Battle**. You cannot start a battle at night. Pay attention to the color of sea to know whether it is day or night. Sunset at 9:00pm will end a battle in a stalemate.

Victory

You will win if you meet one of the following conditions:

- Sink the enemy's flagship by reducing its durability to 0.
- Eliminate the crew on the enemy's flagship.
- Defeat the enemy commodore in duel.
- Force the enemy's flagship to flee.

Flow of Battle

Pick Your Prey

Before you attack, check out your target fleet with the Sea Command **View**. View the size and nationality of the fleet to decide whether to proceed with the attack. Remember, if you attack a rival fleet, your relations with your home country will improve, but your relations with the rival country will deteriorate. (See **Your Relations with Countries**.)

Approach Your Target and Attack!

Once you have marked your target, approach the target fleet. Move your fleet adjacent to the enemy fleet, place it in a strong strategic position, and then attack with the Sea Command **Battle**. The position and direction of your fleet at the time of attack determines the initial position of your ships. Be careful not to start a battle with enemy behind your stern. If you don't have a full crew, increase your combat crew ratio just before you start a battle.

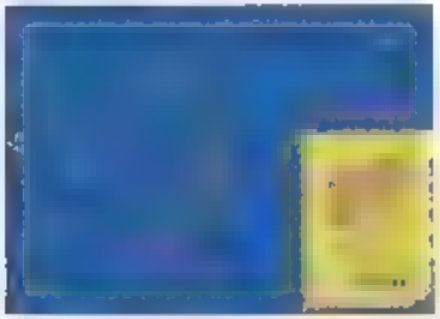
Set Battle Strategies

When the battle begins, decide the overall strategy for your entire fleet with **Order-All**, and then give more specific orders to each ship with **Order-Individual**. When enemy ships are within your attacking range, use the **Attack** command. Use guns on distant ships or ram adjacent ships. Concentrate your attacks on the enemy's flagship, as your goal is to destroy the flagship. Destroying the flagship will earn you victory and automatically allow you to take the remaining enemy ships into your fleet. Keep your flagship away from gunfire.

After the Battle

If you win, you will seize the enemy's gold and cargo. You can capture the remaining enemy ships and take them into your fleet, if you have navigators who can be appointed as their captain. If the enemy defeats you before you flee, you will lose the game. If you've managed to flee, quickly go ashore and repair damaged ships before you are attacked again. Once repairs are made, go straight to a nearby port to rebuild your fleet at the shipyard.

Battle Display



Press	View
LEFT Button once	Fleet number. Flagship displayed with a ♦
LEFT Button twice	Crew number of each ship.
LEFT Button three times	Durability of each ship.
RIGHT Button once	Speed, durability, crew number and gunpowder
LEFT Button then RIGHT Button	Translucent whole battle map

* Press B to return to the battle commands.

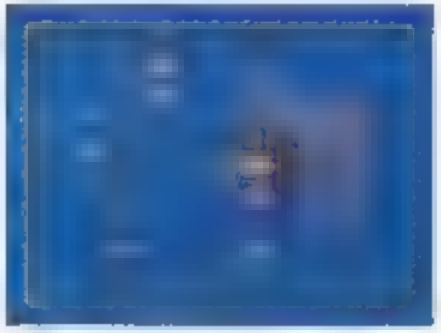
Viewing the Whole Battle Map

The screen shows only a part of the battle area. To view the entire area, press the LEFT Button first, and scroll the map with the Control Pad. Or view the translucent whole map by pressing the RIGHT Button after the LEFT Button. White dots show your ships and pink dots mark those of the enemy. Impassable areas such as land are displayed in white.

Battle Commands

You can give direct commands only to your flagship. The command of other ships is delegated to each captain, who will implement your strategies. Selectable commands are displayed in white. Pressing Button B will end your turn.

Move



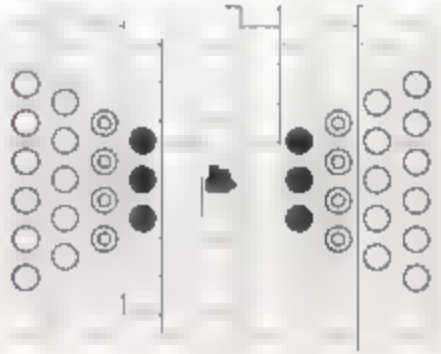
Move forward or turn the direction of your flagship. The number of spaces you can move depends on the power and sailing ability of the ship. To turn the direction of your flagship, press Button B when selectable spaces are displayed, then choose a green arrow. To move in a diagonal direction, press the LEFT or RIGHT Button and the up or down arrow of the Control Pad simultaneously. Once your flagship reaches a destination, you may attack any enemy ships within your attack range.

Attack

Attack enemy ships.

Fire

Fire guns at an enemy ship. Enemy ships within your firing range will be marked with a green frame. An attacked ship will show its sails, hull and its remaining crew in white. One barrel of gunpowder is used each time you fire. You must have guns and gunpowder to select this command.



● Demi-cannon, Cannon Petro, Saker ◎ ● Cannon
○ ◎ ● Culverin, Demi-culverin

Rush

Storm aboard an enemy ship with your combat crewmen to have a hand-to-hand fight on the deck. Ships within your rush range will be marked with a sword icon. The remaining crew on both ships will be shown after a rush. If you make a rush from your flagship to the enemy's flagship, you may propose a duel with the enemy commodore (See **Duel** in the following section).

INFO

View information on your fleet and the enemy fleet. For the description of each data, see the **Commodore's Logbook** chapter.

YOUR FLEET

Mates	View your captain's data.
Ship	View your ship data. Move the square cursor to the ship you want to view.

OTHER FLEET

Mates	View enemy captain's data.
Ship	View data of enemy ships within your view.

ORDER

Give strategic orders to each ship in your fleet. Current orders are listed on the left and new orders are on the right. Use the Control Pad to select each order and press Button A to change the order. Press Button B to finalize your orders.

INDIVIDUAL

Give orders to each ship within your view.

Chase / Escape	Chase and attack the enemy or flee from the enemy.
Rush / Fire	Rush the enemy ship or fire your guns at them.
Delegate / Target	Leave command to the captain or have the ship target a specific enemy ship.

ALL

Decide the overall battle strategy for the entire fleet.

Fight / Flee	Fight to defeat the enemy or flee from the enemy.
Spread / Gather	Spread your ships apart or keep them close together.
Chase / Defend	Chase the enemy aggressively or attack only when the enemy approaches.

LIST

Review the list of orders for your fleet.

ITEM

Equip yourself with a sword and armor for a duel.

FLEE

Flee from the battle. To flee, you must first reach the edge of the battle area. View the whole map and see how close you are from the escapable area. Be careful not to press wrong button. You will have no way out.

DUEL

Duel takes place when

A. Someone attacks you at a port
B. Your flagship rushes the enemy flagship and you challenge the enemy commander to a sword fight.
C. The enemy flagship rushes your flagship and the enemy commander challenges you to a sword fight.

In dueling, your goal is to reduce your opponent's body strength (blue bar) down to 0. One attacking command and one defending command make one turn, and you have 10 turns to defeat your opponent. At the end of 10 turns, if both you and your opponent still have not exhausted body strength, the duel will end in a draw.

To select duel commands, you will draw command cards. Move the hand icon to one of six attacking or defending command cards and press Button A to select it. The number in each card indicates the strength of your attack or defense, ranging from 1 (weak) to 9 (strong). Once you draw one card, another card will be randomly selected to fill the space.

To defeat your opponent, you will need not only good Swordsmanship and battle skill, but also a high-performance sword and armor. You will also need to carefully decide your move, predicting what move your opponent will choose from his type of sword. For example, if you have a heavy

sword, it is best to Strike your opponent. When your opponent counters your attack with a fencing sword, he is likely, but not necessarily, to use Thrust. Assuming that, you may choose to defend with Parry.

Swords are classified into four categories (Straight, Fencing, Curved, and Heavy Sword) according to its shape and strong points. It is to your advantage to know what type of sword you and your opponent are using when you select a command in duel. The best way to learn the sword type of the various available swords is to browse swords in item shops.

Sword Type	Best Attack Command	Defense Command
Fencing Sword	Thrust (T)	Block (B)
Curved Sword	Slash (S)	Dodge (D)
Heavy Sword	Strike (St)	Parry (P)

= Most destructive attack

= Best defense

* Straight swords are not suitable for one particular attack, but are fairly good for all attacks.

Game Tips for Beginners

To reach your goal quickly, you must know which career you are pursuing. Joao, Ernst, and Pietro are adventurers. Catalina and Otto are pirates. Ali is a trader. Increase your fame in your career and great events will soon follow!

For Traders

⚓ Earning Your First Money

The goal for traders is to make a fortune, invest money in ports, and increase allied ports for the home country. Although, your poor navigation skill and small ship in the beginning will not allow you to import exotic goods from outside Europe, you can still make a good profit by trading port specialties of lucrative trade routes in Europe, such as the one between Athens and Istanbul. **Auto Sail** is a convenient command for repetitive sailing on the same route. Use the Commodore's command **Cargo-Log of Goods** to find out the port which pays best for your goods. Make it a habit to purchase and load ship supplies before going to the market. You want to make sure you have enough cargo space and gold to purchase food, water, and lumber for you journey.

⚓ Expanding Your Fleet

As soon as you have saved enough gold, buy a larger vessel to trade in larger volume. With a larger merchant ship remodeled for more cargo space, you can trade tons of goods and multiply your profit quickly. Continue to buy better ships and expand your fleet as you accumulate gold. Ships with large cargo space and a small minimum crew, such as the Xebec and Carrack, are good choices for traders.

⚓ Investing In Ports

Invest a portion of your savings in the market and shipyard to turn rival ports into allied ports (You need to raise the port support to 75% or higher.) Your investment will develop the port economy, and as a result, you

may find a new specialty of the port in the market. New specialty goods offer substantial profit opportunities. You may also deposit excess gold in the bank for safety and interest. In the meantime, hire skilled mates, recruit crew, and prepare to sail longer trade routes.

⚓ Seeking Exotic Goods

When you are ready to travel to distant ports, follow **Sailing Tips for Novice Voyagers** in the following section. Sail conservatively until you feel comfortable in sailing the high seas. You will discover that cheap goods from Africa and Asia are priced extremely high in Europe.

For Adventurers

⚓ Preparing for Adventures

At the beginning of the game, don't attempt to sail outside of Europe. As a novice, it is highly likely that you will wreck and drown. Good adventurers never fail to prepare themselves for long voyages. As a start, earn a sizable amount of gold with which you can buy supplies for your adventure. Trading is probably the easiest way. Follow the preceding tips **For Traders** of other traders and patiently continue your efforts. While trading, get a knack for navigation and spotting ports. Remember, do not forget to find a collector and sign a contract with him.

⚓ Building a Fleet

As you increase your funds, buy ships suitable for adventurous voyages. You don't need expensive ships as long as they are durable, easy to maneuver with a small crew, and have a large cargo space for food and water. Install good figureheads. Hire skilled mates, recruit crew, and buy helpful items such as a telescope, balm, rat poison, lime juice, measuring instruments, etc.

⚓ Exploring Outside Europe

Once you have prepared your fleet for long journeys, you are ready to explore uncharted waters. Load as much food and water as possible on your fleet and sail along the coast of Africa or to the New World. When you've discovered a village, always land there and search for treasure.

Talk to locals and other seafarers and seek information for unknown ports. Go back to Europe periodically to report your discoveries. In the meantime, learn the skill of cartography and sign a contract with a cartographer to earn extra gold. Soon you will be able to navigate your fleet anywhere in the seven seas and complete a map of the entire world.

For Pirates and Privateers

⚓ Building a Mighty Battle Fleet

As pirates plunder other fleets to earn gold and fame, battles are naturally the main activity for pirates. If you do not have enough gold to buy battle ships at the beginning, defeat merchant fleets to seize their gold and cargo as well as to gain battle experience. War booty is what makes risky battles worthwhile. The most rewarding spoils of war are ships. Upon victory, you can take remaining enemy ships and incorporate them into your fleet or sell them at shipyards. Large battle ships can bring you a substantial amount of fortune. To ensure your ability to bring the enemy ships into your fleet, you should bring less than 10 ships to battle. You also need extra mates to appoint as the captains of the new ships.

To build a superior battle fleet, select ships with a large gun capacity and excellent durability. Among the best battle ships are the Galleon and Venetian Galeass. Remodel the ships to equip them with powerful guns. Stock plenty of gunpowder on each ship. Load a large number of crewmen on your ships, especially on your flagship.

⚓ Before You Attack

Battles can be perilous or joyfully thrilling depending on how you battle. The number one rule is to only attack those fleets that you can easily defeat. When you are adjacent to your target fleet and ready to attack, assign all or most of your crewmen to combat, using Commodore Command **Crew-Assign Crew**. Remember, you will need at least as many combat crewmen as your guns to utilize them all. For example, if you have 100 guns and just 50 combat crewmen, you can use only 50 guns. It is also important to position your fleet behind the enemy before you start a battle; you will be able to inflict more damage.

⚓ Winning the Battle

Order your ships to target the enemy's flagship while protecting your own flagship. To rush the enemy, send ships whose captains have high Swordsmanship. For gun attacks, send ships whose captains have the knowledge of Gunnery. Beware, cowardly or disloyal captains may desert you and flee. The quickest way to decide a battle is through a duel with an enemy commodore. But be careful, if you don't have enough combat men on your flagship, your attempt to challenge him may be blocked. Make sure to put on a sword and armor with the **Item** command before dueling. After battle, do not forget to transfer crew and readjust their task assignment. With a reduced number of crew, you may need to assign almost all of your men to navigation until you hire more crew in a port.

Galleon

Sailing Tips for Novice Voyagers

The deep ocean can be more menacing than pirates. Adhere to the following tips to steer you in the right direction.

- Load more food than water on your ships. It's possible to find a spring on a shore to replenish your water supply. You will also need extra food to entertain villagers.
- Set the navigation crew ratio high to sail fast and smoothly. You don't need combat crew until you have a battle.
- Buy a telescope to spot distant ports and villages at sea. Other navigation instruments, such as the sextant, are also useful to find ports if you know their longitude and latitude.
- On the high seas, a storm will be the first challenge you will face. Install expensive figureheads on your ships to avoid most storms. To avoid damages, prepare in advance and buy Balm at an item shop. Use the Balm with the Commodore Command **Record-Item** when a storm hits, or when your mate warns you that a storm is approaching. When a storm does hit the area you are sailing, land at a nearby shore immediately and wait there until the storm calms down. Always stock some lumber in case you need to fix damaged vessels.
- During a long voyage, rats and scurvy may trouble the crew. So keep a cat and lime juice on board. A cat will catch rats and lime juice will cure scurvy. Rat poison also works as a temporary relief for rat problems. Your entire supply of rat poison and lime juice is expended when you use them.
- If your crew is terribly weak from sickness or the lack of food and water, you may want to dismiss the entire crew at port and hire fresh, healthy crewmen. But remember, you will not be able to hire many men at a port with a poor economy.

Warranty

90-Day Limited Warranty

Koei Corporation warrants to the original consumer purchaser that this game pak shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Koei will repair or replace the game pak, at its option, free of charge.

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